

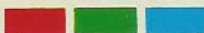
doubleback



CAT. NO.
26-3091

Radio Shack

TRS-80



**COLOR
COMPUTER**

TM

LIMITED WARRANTY

RADIO SHACK Software is licensed on an "AS IS" basis, without warranty. The original CUSTOMER'S exclusive remedy, in the event of a Software manufacturing defect, is its repair or replacement within thirty (30) calendar days of the date of the Radio Shack sales document received upon license of the Software. The defective Software shall be returned to a Radio Shack Computer Center, a Radio Shack retail store, participating Radio Shack franchisee or Radio Shack dealer along with the sales document.

Except as provided herein, RADIO SHACK MAKES NO WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

Some states do not allow limitations on how long an implied warranty lasts, so the above limitation(s) may not apply to CUSTOMER.

RADIO SHACK SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED OR ALLEGED TO BE CAUSED DIRECTLY OR INDIRECTLY BY "SOFTWARE" LICENSED OR FURNISHED BY RADIO SHACK, INCLUDING, BUT NOT LIMITED TO, ANY INTERRUPTION OF SERVICE, LOSS OF BUSINESS OR ANTICIPATORY PROFITS OR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES.

Some states do not allow the limitation or exclusion of incidental or consequential damages, so the above limitation(s) or exclusion(s) may not apply to CUSTOMER.

RADIO SHACK SOFTWARE LICENSE

RADIO SHACK grants to CUSTOMER a non-exclusive, paid-up license to use the RADIO SHACK Software on **one** computer, subject to the following provisions:

- A. Except as otherwise provided in this Software License, applicable copyright laws shall apply to the Software.
- B. Title to the medium on which the Software is recorded (cassette and/or diskette) or stored (ROM) is transferred to CUSTOMER, but not title to the Software.
- C. CUSTOMER shall not use, make, manufacture, or reproduce copies of Software except for use on **one** computer and as is specifically provided in this Software License. Customer is expressly prohibited from disassembling the Software.
- D. CUSTOMER is permitted to make additional copies of the Software **only** for backup or archival purposes or if additional copies are required in the operation of **one** computer with the Software, but only to the extent the Software allows a backup copy to be made.
- E. All copyright notices shall be retained on all copies of the Software.

The warranties granted herein give the **original** CUSTOMER specific legal rights, and the **original** CUSTOMER may have other rights which vary from state to state.

DoublebackTM

Radio Shack[®]

**A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102**

Doubleback Program:

©1982 Dale Lear.

Licensed to Tandy Corporation

All Rights Reserved.

This applications software for the TRS-80 Color microcomputer is retained in a read-only memory (ROM) format. All portions of this software, whether in the ROM format or other source code form format, and the ROM circuitry, are copyrighted and are the proprietary and trade secret information of Tandy Corporation and/or its licensor. Use, reproduction or publication of any portion of this material without the prior written authorization by Tandy Corporation is strictly prohibited. The license for using this software is printed on the inside front cover of this manual.

Doubleback Program Manual:

©1982 Tandy Corporation

All Rights Reserved.

Reproduction or use, without express written permission from Tandy Corporation, of any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy, Tandy Corporation assumes no liability resulting from any errors or omissions in this manual, or from the use of the information contained herein.

10 9 8 7 6 5 4 3 2 1

Introduction

Doubleback is a game of skill and coordination for one or two players using joysticks. The object is to collect as many points as possible by tracing a path around the moving and stationary objects that materialize around you.

System Requirements

A TRS-80 Color Computer with at least 4K RAM

A standard television

Joysticks

Loading Instructions

1. Before inserting or removing the Doubleback Program Pak™, make sure the computer is OFF. Failure to do so could result in damage to the Program Pak.
2. Connect the Color Computer to the television set and move the antenna switchbox control to Computer (or Game). See your TRS-80 Color Computer Operation Manual for further details regarding connections.
3. Plug the joystick controllers into the jacks located on the back of the computer.
4. Insert the Doubleback Program Pak, label side up, into the slot located on the right side of the computer. Press firmly until it securely engages, but do not force it.
5. Turn on the television and tune it to channel 3 or 4 (whichever is least active in your area).
6. Turn on the Color Computer. You may have to adjust the focus on the television or press the Reset button (located on the back right side of the computer) to obtain a clear picture. The word Doubleback should appear blue on the screen. If you do not have the blue screen color, press the Reset button repeatedly until it appears this way.

Playing the Game

First, select either one or two players by moving the lever on the right joystick. Press the button on the joystick, and you're ready to start the game.

You are on a hunt for objects which mysteriously appear on the screen. As you patrol the area, use your joystick to control the path of your progress. To score points, you must circle an object, forming a complete loop with your trail. If you are skillful enough to catch two or more objects in one loop, you get extra points. You have to be fast, though, because your trail fades away quickly.

You have three turns in which to surround as many objects as possible. The red bar at the top of the screen shows which turn it is now.

Be alert when you're surrounding an object—if you run into it, your play for that turn is up. You'll find that some unpredictable things, like yo-yos and spiders, don't like to stay put.

If you are successful in your efforts, you may encounter an added danger—skulls. They can pop up out of nowhere to thwart your best efforts. **(Warning:** After ten skulls, beware of the unexpected!)

To end a game of Doubleback in the middle and start a new one, press the **BREAK** key.

SCORE CHART

apple	70 points
cherries	100 points
magnet	150 points
skate	200 points
yo-yo	250 points
	(possible only after 2560 points)
pear	300 points
	(possible only after 5120 points)
spider	500 points
	(possible only after 7680 points)
skull	0 points
	(possible only after 10,240 points)

(Note: Skull will not disappear until your turn is up.)

When you circle more than one object, the points scored equal the sum of the points for the objects times the number of objects circled (not including skulls).

RADIO SHACK, A DIVISION OF TANDY CORPORATION

U.S.A.: FORT WORTH, TEXAS 76102
CANADA: BARRIE, ONTARIO L4M 4W5

TANDY CORPORATION

AUSTRALIA

280-316 VICTORIA ROAD
RYDALMERE, N.S.W. 2116

BELGIUM

PARC INDUSTRIEL DE NANINNE
5140 NANINNE

U.K.

BILSTON ROAD WEDNESBURY
WEST MIDLANDS WS10 7JN

Printed in U.S.A.